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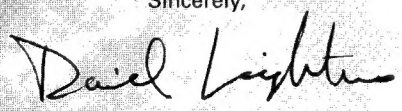
On behalf of Protovision, I want to personally thank you for buying one of our challenging games. Our excellent staff tirelessly play-tests and tweaks our titles to ensure that we remain on the cutting edge of today's software companies and produce only the best products. Our premier Santa Monica facilities provide both a fun and technology-driven environment for our producers, designers, artists, sound experts and computer engineers. We encourage them to take breaks in our on-site arcade of classic games or our fully stocked cafe, which is where all of the best ideas are born. Our state-of-the-art library contains all of the most important books and articles related to our field from the past 25 years.

Whether it's a shoot-'em-up or simulator, we want you to be completely satisfied with your Protovision purchase. Our customer service line is always open because we truly want to make our products better based on your feedback. You can also E-mail us or post messages right on our Web site. In fact, I'd strongly suggest you visit our Web site to check out our latest products and game updates. You can also find the same information and lots of neat little programs on our private BBS. See you online!

Sincerely,



**David Lightman**
President, Protovision



```
SESSION LOG
Initiate call...
Dialing...
Connect at 28.8 Kbps...
Local time: 03:33:05 PDT -700
WELCOME TO PROTOVISION'S PRIVATE BBS. THIS IS YOUR MAIN SOURCE FOR UPDATES
AND UTILITY PROGRAMS FROM PROTOVISION'S SOFTWARE EXPERTS. CHOOSE FROM THE
FOLLOWING OPTIONS
      1) Company information
      2) Patches
      3) Demos
      4) Utilities
      5) Message posts
      6) E-mail
      7) Play a game
      8) Exit
7...
SO YOU WANT TO PLAY A GAME, HUH? TRY ONE OF OUR BRAND-NEW DEMOS BELOW.
      1) Tubular
      2) Asteroid Attack 2000
      3) Movie Trivia Tonight
      4) NEW WAR GAME!
      5) Exit
4...
YOU'VE PICKED NEW WAR GAME!, OUR LATEST STRATEGY SIMULATION. CONTROL MILI-
TARY VEHICLES TO ELIMINATE A DANGEROUS ENEMY. MISSIONS TAKE PLACE ALL OVER
THE WORLD. THIS UNNAMED INTERACTIVE GAME DEMO CONTAINS ONLY THREE MISSIONS.
USE A JEEP, APC OR TANK TO INITIATE YOUR SESSION. PLEASE CHOOSE ONE OF THE
FOLLOWING MISSIONS:
      1) Iraq
      2) China
      3) Bosnia
      4) Exit
3...
BOSNIA HAS UNDERGONE A DRAMATIC TRANSFORMATION SINCE THE U.S.-BACKED U.N.
FORCES TOOK OVER THE..... DO YOU WANT TO PLAY A GAME?
      1) Yes
      2) No
      3) Exit
3...
SORRY. YOU CANNOT END THE MISSION AT THIS TIME.  INITIATE MISSION. ATTACK
WILL COMMENCE IN THREE MINUTES. CHOOSE WEAPON TYPE:
      1) Conventional
      2) Nuclear
      3) Exit
1...
CONVENTIONAL IT IS. INITIATE LAUNCH...
GREETINGS, PROFESSOR FALKEN.
IT'S BEEN A LONG TIME.
WOULD YOU LIKE TO PLAY A GAME?
```

## INTRODUCTION

You recently purchased a Protovision action-strategy game called *WARGAMES DEFCON 1*, whose neatest feature is the ability to play against other opponents in real-world scenarios at any time of the day or night. When you started a new game, you encountered a flaw that connected you to a government simulator in which all of the moves you made were echoed in the real world with live ammunition, military vehicles and troops. This mistake could have happened as a result of the recent top-secret work of Joshua Information Systems, Protovision's parent company, to provide war strategy programs to the Department of Defense. There must be some link somewhere... Your skill at *WARGAMES DEFCON 1* will have effects all over the world! You must stop the opposing WOPR (War Operation Programmed Response) forces in a variety of missions before they destroy the major cities and military sites. If you lose, you can kiss your computer, that special someone and all your buddies goodbye. Good luck!

## WARGAMES DEFCON 1: *An Overview*

Twenty years after the WOPR computer almost started World War III, it has grown further and learned more. It has concluded that a nuclear exchange is now unlikely and ultimately inefficient, so more conventional warfare must be used. Its goal is to stop all war across the globe with a simple, logical notion: Destroy the entire human military machine, and war will cease forever.

***WarGames Defcon 1*** can be played from either side. Control the NORAD (North American Air Defense Command) global forces to defend humanity from WOPR's twisted logic and tyrannical desires. You can also take the reigns of the most technologically advanced force ever conceived as you control the WOPR mechanized forces in the noble goal of saving humanity from itself.

Each side has a campaign of fifteen missions of increasing complexity and difficulty. Strategy will play an important role to attain success for either side. Simply blasting your way through the enemy units will not always succeed; stealth and cunning will more often be the way to proceed. You will be given a briefing at the start of each mission that explains the current situation and why the mission has to be undertaken. The units allocated to your command for the current mission will also be described here. Throughout the game, you will receive E-mails from either NORAD headquarters or the WOPR mainframe itself, depending on which side you play. These messages point out intermediate objectives that bring you closer to the final goal of the mission. Read them carefully since they offer valuable intelligence and advice on how to proceed.

***Multiplayer Games*** are also available. They use a revolutionary diagonal split-screen to allow maximum viewing areas for both players. It is possible to play the missions in two-player mode cooperatively. The normal units for the mission must be shared between the players, adding yet another strategy dimension to the game. This way, players fight a battle on two fronts and divide the enemy forces between them.

***The Deathmatch*** style of game play is also available, but with a couple of extra twists. Standard Deathmatch game play is a fight to the death. Wipe out your opponent before he can do the same to you. Deathmatch Regeneration allows you to fight indefinitely since your units will regenerate at your base after being destroyed. The other multiplayer game, Capture the Flare, requires you to infiltrate your enemy's base, steal his colored Marker Flare and return it to your own base. Full instructions for each of these game types can be found later in the manual and in the game itself.



## TITLE SCREEN OPTIONS

***Choose Game Type***

Use this option to select a side to play or the type of multiplayer game. Choose one of the following:

**1 PLAYER: NORAD MISSIONS**

*This is the campaign for control of the human NORAD forces against the computer-controlled WOPR forces.*

**1 PLAYER: WOPR MISSIONS**

*This is the campaign for control of the computer-controlled WOPR forces against the human NORAD forces.*

**2 PLAYERS: COMPETITIVE**

*Play against a friend in three types of head-to-head matches: Deathmatch, Deathmatch Regeneration or Capture the Flare.*

**2 PLAYERS: NORAD COOPERATIVE**

*Play the NORAD missions with a friend, sharing your units.*

**2 PLAYERS: WOPR COOPERATIVE**

*Play the WOPR missions with a friend, sharing your units.*

***Change Controls***

This option allows you to check the default controls and change the function of the various buttons on a standard PlayStation controller. To change the function of a particular button, move up and down to highlight the function, press the X button to select it and then press the new button you want to use for that function. Note: If the function is already assigned to a button, the two functions involved will simply swap buttons. The second player can also change the controls for his controller by accessing this option from the Title Screen with that controller and assigning game functions in the same way.

***Select Mission***

If you select the Globe from the Options wheel, you access the mission selection screen. The currently accessible missions will be highlighted. Other missions will become highlighted if you enter a valid passgrid.

*Level Selection*

All fifteen missions rotate like a drum. To select a particular mission, rotate the list with the Directional button. The selected mission will then pulse. Enter the passgrid (if necessary) and press the START button to begin the game.

*Tic-Tac-Toe Passgrid*

The passgrid for the next mission is revealed on the debriefing screen following a successful mission. You

will need to write down this passgrid since it is different for each mission. When you select a new mission, you will have to enter the passgrid for access. To complete a passgrid, simply move around the grid with the direction buttons and press the relevant shaped buttons to fill the grid. If the passgrid you enter is correct, the mission will then be highlighted and you can proceed with mission selection as normal.

## MULTIPLAYER GAME TYPES

***Cooperative***

When it comes to battles, two heads are always better than one! The same is true in *WARGAMES DEFCON 1*. You and a buddy can team up to destroy the WOPR forces or instead help WOPR end planetary warfare by eliminating the puny human NORAD troops. In both cases, you share units and must decide between yourselves who will command which troops and vehicles. One of you might handle initial assaults to wear down the enemy while the other takes a cleanup position. Cooperative play has plenty of variety, but you'll always get the thrill of taking on the enemy as part of a team.

***Competitive***

There are three competitive multiplayer games in *WARGAMES DEFCON 1*. They can be selected once one of 15 battlefields has been chosen and the Briefing Screen has opened. Move left/right with the Directional button to select the game type, and read the instructions for game play. The game will commence when it has finished loading and you press the START button.

*Deathmatch*

This is a straightforward "last man standing" type of game in which the objective is to simply wipe out all of the opposing player's vehicles and base.

*Capture the Flare*

This game variation adds a new twist to a multiplayer game. The objective is no longer to destroy as many of the opponent's units as possible; instead, the goal is to steal the opponent's flare from his base and get it back to your own base. This sounds simple, but when you add the fact that destroyed vehicles will regenerate, it becomes far more interesting. If a vehicle carrying the flare is destroyed, then the flare will be left there until another vehicle can be sent to retrieve it by either player. If a vehicle of the flare's owner gets to it, the flare will be returned to the corresponding base and the battle starts all over again. Points are awarded for destroying units, but the most points are earned for actually capturing the flare and getting it to your own base. The game only ends when one of the players exits the game. At that point, the debriefing screen opens with the scores for both sides and an announcement of the winner.

*Deathmatch Regeneration*

This variation is almost the same as the normal Deathmatch game except that there is no limit on the amount of kills the player can make since all units regenerate back at the player's base when they are destroyed. The game only ends when one of the players gives up. At that point, the debriefing screen opens with the scores for both sides and an announcement of the winner.



## E-MAIL AND BRIEFING SCREEN

When the E-mail symbol appears in the bottom left-hand corner of the game screen and you hear a notification that you've got mail, press the SELECT button to open the E-mail page of the Briefing Screen. This will give you information about the next objective of the current mission. This page can be read at any time during the game by pressing the SELECT button to open the Briefing Screen and then using the □ button to access the E-mail page.

The game will be paused while the Briefing Screen is open. When you have finished reading the E-mails and other information, press the START button to return to the game. The Briefing Screen will also open as the mission is loading. Here you will be given all the information you need for the current mission.

***The Briefing Page*** details the background of the mission, what has triggered the need for your forces to be in this area and possible repercussions.
***The Objectives Page*** offers some brief details of the overall objectives for the current mission. This will include the final goal of the mission, and the completion of this objective is usually critical to the ongoing war effort.
***The Vehicles Page*** will tell you exactly which units have been assigned to your command for the duration of the current mission, as well as which enemy units you will encounter.
***The E-mail Page*** is where the individual objectives for the mission will be communicated to you. The objectives must be completed in the order they are given, or you will be relieved of command for failing to follow orders.

All of the pages can be read by pressing left or right on the Directional button on the controller or the relevant shaped buttons corresponding to the pages as shown at the top of the screen. You also see the DEFCON meter here. The highlighted number is the current DEFCON status. (Look in the Game Play Functions section of this manual for an explanation of the DEFCON meter.)

In the bottom left-hand corner of the Briefing Screen is a window that shows the battle screen with the camera panning around the unit you are currently controlling and its immediate surroundings.

On the right-hand side of the Briefing Screen is a satellite photo of the area for the current mission. This also acts as your in-game minimap. This will always show your units as blue dots for NORAD and red dots for WOPR. The current unit is shown as a flashing marker at the base of the yellow shape, which indicates the portion of the map being viewed in the battle screen.

***Unit Information Screen***

During a battle, information on all the units appearing in the mission can be viewed from the Vehicles Page of the Briefing Screen. Press the X button to view this page and push up and down on the Directional button to cycle through all of the units. Information on the vehicles under your command will appear here, as well as the enemy units patrolling the area and any mission-critical buildings or facilities.

## GAME PLAY FUNCTIONS

***Minimap*** The minimap in the top right-hand corner of the screen shows an overhead view of the immediate area. All units are shown on the minimap as colored dots, while other indicators represent additional information. Green dots are neutral buildings and structures such as civilian houses, factories and industrial buildings. Red dots are always WOPR units. Large red dots are WOPR facilities. Blue dots are always NORAD units. Large blue dots are NORAD facilities. The flashing dot in the middle of the map is the unit currently being controlled by the player. The yellow shape in the middle of the minimap shows the estimated field of view of the current unit. Letters around the edge of the minimap correspond to North, South, East and West on a compass. Arrows and strobing circles on the minimap correspond to the location of the mission objectives. If the objective is off the visible portion of the minimap, then an arrow will indicate the direction in which you need to travel to reach the objective. The strobing circle indicates the exact location of the current objective.

## PAUSE OPTIONS

If the START button is pressed during the game, the game will pause and four options will appear. To select an option, push left or right on the Directional button and then press the X button when the desired option is in front.

***Exit Mission*** This option aborts the current mission and takes you to the debriefing screen. From here, you can return to the Title Screen or choose to replay the mission.

***Speech Volume*** Push left or right on the Directional button to adjust the volume of the in-game speech.

***Sound Effects Volume*** Push left or right on the Directional button to adjust the volume of the in-game sound effects.

***Music Volume*** Push left or right on the directional button to adjust the volume of the in-game music.

## ADVANCED COMMANDS

The Advanced Commands menu is accessed by pressing the △ button, and the commands are activated using the X button. The top line shows the commands available to the currently controlled unit. The bottom line is a list of the available units with representations of their armor and current status. The △ button can be pressed again to exit the Advanced Commands menu without issuing a command.

***Call All Units*** Similar to the Call Unit command, this selection orders all available units to move to your position. This command is especially useful when you are approaching an enemy base and you need support from other units. Units will stop responding to a Call All Units command if they come under attack since they have to defend themselves.

***Call Unit*** This selection will initialize the communications system, and the unit menu below the commands will become active. Select a unit to call by moving left or right with the Directional button and pressing the X button on the desired unit. This unit will then move to your position by the most direct route and will only stop if it comes under attack.

***Return to Base*** This command orders the unit currently under player control to head back to the base by the most direct route. The player may switch to another unit after this command has been issued, and the first unit will continue executing the order. This command is especially useful for sending troop carriers back to base for a reload of soldiers.

***Hack*** This command orders the current unit to move toward a nearby command center and start a hack. A visible timer will appear over the unit when the hack starts, and a Transport Chopper will be dispatched with Repair Damage and Secondary Weapon Reload power-ups when the hack is successfully completed. The hack will be aborted if the unit turns or moves away before the hack is complete.

***Call Airstrike*** Only certain units have the ability to use this command. It will appear in the Advanced Commands menu if it is available. Before an airstrike can be called, a Marker Flare must be dropped by a Jeep, Tribike or Scout Drone near the target. Once the target has been marked with the flare, select the Call Airstrike command and withdraw the unit to a safe distance. The airstrike will automatically take place, centered on the area around the flare.

## DEFCON METER

The DEFCON meter is a timer that counts down from 5 to 1. As this happens, the enemy will become more aggressive. If the DEFCON status reaches 1, then airstrikes will commence on the player's base and units. The player can force the DEFCON status back toward 5 by destroying enemy units and bases. It is important that the DEFCON status is kept as close to 5 as possible, especially when attacking an enemy base.

## ENERGY RING

A colored ring around the unit icon in the top left-hand corner of the screen indicates the current armor strength of that unit. The armor strength will lower when hit by enemy fire or caught in the shockwave of a destroyed building. There are several power-ups that affect the energy ring directly.

**1:** The Weapon Adrenaline power-up increases the power of the primary weapon system, thus making it more effective. This is shown around the normal armor ring as a set of yellow segments. This only lowers over time and has no effect on the armor of the unit that collected the Weapon Adrenaline power-up.

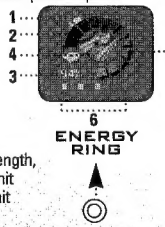
**2:** The Shield power-up adds an extra layer of armor to the unit, which is shown as a set of green segments outside the normal armor ring. This depletes slowly over time, but faster when taking hits from enemy fire. When it is completely gone, the normal armor ring will be affected.

**3:** This corner of the energy ring shows the secondary weapon type and a number that represents either the percentage of weapon strength or number of shots for the ammunition left in reserve.

**4:** Unit icon

**5:** The Repair Damage power-up replenishes a percentage of the unit's total armor strength, as indicated by the blue (NORAD) or red (WOPR) segment of the energy ring. As the unit takes damage, the colored segment shrinks. When the segment is almost gone, the unit is in imminent danger of being destroyed.

**6:** Energy Bar. Unit Status icons - Several colored icons are below the energy ring. These icons represent all of the units in your squad, each along with their status. The order of the icons corresponds to the order of the units shown in the Advanced Commands menu. The colors have the following meanings: Yellow (standing by), Green (executing Call command), Red (under attack) and Blue (hacking). Pulsating colors indicate low armor strength.



# GAME PLAY FUNCTIONS

## POWER-UPS

There are a number of power-ups that can be collected in the missions. They appear after destroying certain enemy units and facilities. The actual power-ups that appear are assigned randomly, but they are taken from the following four. The power-up collected affects the current unit.

***Repair Damage***

This power-up replenishes a percentage of the unit's armor. The percentage replenished depends on the type of unit that dropped the power-up when destroyed. A more powerful unit will release a more potent power-up, which compensates for the higher amount of damage inflicted during the battle with that unit.

***Secondary Weapon Reload***

Each collected power-up will reload some of the secondary weapon's ammunition, but will not restore the quantity above the secondary weapon's maximum.

***Shield***

This power-up essentially gives the unit a second coat of armor. It acts as a barrier that decreases in power slowly over time, but quickly when taking hits from enemy fire or shockwaves. When the shield has been completely destroyed, the unit's armor will be affected by fire and shockwaves as normal. Shield strength can be seen as a set of green segments around the unit's armor ring.

***Weapon Adrenaline***

This power-up increases the strength of a unit's primary weapon. The effectiveness of the power-up slowly decreases over time as the unit uses the primary weapon. The time remaining in the adrenaline boost can be seen as a set of yellow segments around the unit's armor ring.

REPAIR DAMAGE

WEAPON RELOAD

SHIELD

WEAPON ADRENA-LINE



## NORAD UNITS

### DRAGOON TANK

This tank is the backbone of the human NORAD arsenal. Lacking the armor of its heavier cousins or the speed of the Hovercraft, it can still be deadly in large numbers.

PRIMARY WEAPON: 90MM CANNON
SECONDARY WEAPON: FLAMETHROWER

### JEEP

The Jeep is primarily intended as a fast reconnaissance vehicle ideal for rapidly scouting unexplored areas of terrain. It is lightly armored, but in the right hands, its ability to outrun most known land vehicles can be very useful.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: MARKER FLARE FOR AIRSTRIKES

### ARMORED PERSONNEL CARRIER (APC)

The APC is used for transporting vulnerable troops through hostile territory. Able to carry up to six troopers, it provides a rapid and relatively safe method of transportation.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: TROOPS

### SLAYER TANK

By far the most feared ground unit in the human armory, the Slayer Tank combines the firepower to destroy most targets with the endurance to enter firefights lesser units would best avoid.

PRIMARY WEAPON: TWIN 105MM CANNONS
SECONDARY WEAPON: FFAR HE ROCKETS

### GUNSHIP

Probably the most flexible airborne unit, the Gunship combines relatively strong armor with a good top speed to produce an effective strike package that can attack virtually any target.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: FFAR HE ROCKETS

### MISSILE TANK

Ideal for long-range assaults, the Missile Tank is especially useful for pounding static targets such as bases and other posts. Unfortunately, it is slow and quite vulnerable to attack.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: HELLFIRE ROCKETS (ARMOR-PIERCING)

### VTOL JET (VERTICAL TAKEOFF AND LANDING)

This aircraft is a highly versatile assault vehicle. It's also one of the most powerful units in the human arsenal.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: FFAR HE ROCKETS

### JUGGERNAUGHT

This land vehicle is very slow and poorly armored, but it's still useful since it carries a very powerful Cannon Emplacement that it can deploy anywhere on the battlefield.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: CANNON EMPLACEMENT

### OTTER

This specialist transport sacrifices both armament and armor to be able to traverse virtually any type of terrain with ease. However, this flexibility does come with a price; only four troops may be accommodated in this vehicle.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: TROOPS

### TRANSPORT CHOPPER

The airborne equivalent of the APC, the Transport Chopper has the obvious benefit of being able to cross any terrain quickly and easily. It is very vulnerable to both ground defenses and other aircraft, and it is best used when closely escorted.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: PARATROOPERS

### PATROL BOAT

What it lacks in armament and armor the Patrol Boat more than makes up for in speed. Significantly faster than any other known surface vessel, it is ideal for scouting unexplored waterways.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: FFAR HE ROCKETS

### DESTROYER

An effective jack-of-all-trades, the Destroyer packs a respectable punch against most targets. It has excellent long-range weapons that can be used to bombard the coast as well as other sea-based vehicles.

PRIMARY WEAPON: 105MM CANNON
SECONDARY WEAPON: FFAR HE ROCKETS

### STEALTH BOMBER
Especially useful against buildings and closely packed groups of ground units, the Bomber is guaranteed to give anything in its way a serious problem. Note: This unit is not controllable in the game; it is the unit that flies in to perform an airstrike for NORAD.

PRIMARY WEAPON: DURANDELL CLUSTER-BOMB
SECONDARY WEAPON: NONE

### HOVERCRAFT
The Hovercraft may be light on armor and firepower, but its hover system gives it an admirable turn of speed coupled with the ability to traverse terrain other tanks would find impassable.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: FFAR HE ROCKETS

### LASER TANK
A highly strategic weapon, the Laser Tank is a high-tech successor to the Slayer Tank. Its laser weapon is especially effective against Drones. With the addition of stealth capability, this unit represents the pinnacle of NORAD technology.

PRIMARY WEAPON: PULSE LASER
SECONDARY WEAPON: STEALTH FIELD

### BAZOOKA TROOP
Armed with Shoulder-Launch Maverick G/A Missiles, which make them more heavily armed and armored than regular Infantry, Bazooka Troops are highly effective at destroying most ground vehicles and buildings. However, Bazooka Troops are somewhat less effective against Infantry units.

### INFANTRY
Armed with HK MP5 Machine Guns, the rank and file of the human army are only really of use when it comes to either fighting other Infantry or tackling larger targets en masse.

## WOPR UNITS

### TRIBIKE
The Tribike is a reconnaissance device used to rapidly scout unexplored territory. It's very lightly armored, but it makes up for this with its high speed.

PRIMARY WEAPON: TWIN MACHINE GUNS
SECONDARY WEAPON: MARKER FLARE FOR AIRSTRIKES

### ARMORED DRONE CARRIER (ADC)
The Armored Drone Carrier is reasonably well armored while not being too slow. It is able to carry its six Drones quickly through enemy territory in relative safety.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: DRONES

### PHOENIX
A powerful ground-attack flyer, the Phoenix couples relatively good armor with a good top speed and a very powerful weapons package. It is useful against both ground and air targets.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: FFAR HE ROCKETS

### MKI WALKER
One of the most common units in the WOPR arsenal, this Walker combines average armor with speed and firepower to produce an overall package that is highly effective against most light and medium enemy units.

PRIMARY WEAPON: TWIN 80MM CANNONS
SECONDARY WEAPON: TWIN ANTI-AIR ROCKETS

### MKIII WALKER
Intended for long-range assault, the MKIII Walker carries a long-range missile system of multiple rockets capable of inflicting significant damage on all ground targets.

PRIMARY WEAPON: FFAR HE ROCKETS
SECONDARY WEAPON: HELLFIRE ROCKETS

### TURRET CARRIER
This is a slow and very vulnerable unit, and it is used to deploy a powerful Laser Turret Emplacement.

PRIMARY WEAPON: NONE
SECONDARY WEAPON: LASER TURRET EMPLACEMENT

### MKIV WALKER
A significantly more powerful evolution of the MKI Walker, the MKIV Walker has upgraded armor and weapons systems that produce a formidable weapons platform capable of tackling even the toughest of adversaries. The only downside to this monster is its relatively slow speed.

PRIMARY WEAPON: TWIN FFAR HE ROCKETS
SECONDARY WEAPON: TWIN HELLFIRE ROCKETS

### HYDROFOIL
The Hydrofoil is WOPR's answer to the NORAD Patrol Boat. Lightly armored, but extremely fast over the waves, it serves perfectly as a naval reconnaissance vehicle.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: ANTI-AIRCRAFT MISSILES

### SCOUT DRONE
The Scout Drone is a reconnaissance device used to rapidly scout unexplored territory. Its anti-gravity propulsion unit allows it to hover several feet above the ground, making traversal of most terrain possible.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: MARKER FLARE FOR AIRSTRIKES

### MANTIS
This unit is state-of-the-art military technology. Fast, agile, strong and highly destructive, its twin laser cannons make this unit WOPR's most potent ground-assault vehicle. With cloaking ability supplied by the Stealth Field generator, this unit is almost unstoppable.

PRIMARY WEAPON: TWIN LASERS
SECONDARY WEAPON: STEALTH FIELD

### LIGHT DRONE
Armed with Machine Guns, the rank and file of the WOPR ground forces are roughly comparable to NORAD Infantry. They are most vulnerable to electromagnetic attacks.

### BATTLE DRONE
Armed with FFAR HE Mini Rockets, these most powerful of the WOPR troops combine hard-hitting rockets with heavy armor. Tough enough on their own, these Battle Drones in large numbers can tackle even heavy ground vehicles.

### DREADNOUGHT
The flagship of the WOPR fleet, the Dreadnought packs a formidable punch with its long-range missiles. Couple these missiles with heavy armor and you have a vessel capable of both taking and giving a significant amount of damage.

PRIMARY WEAPON: 105MM CANNON
SECONDARY WEAPON: FFAR HE ROCKETS

### SHUTTLE
Reasonably quick, but very lightly armored, the Shuttle's main task is to deploy teams of assault drone paratroopers.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: PARADRONES

### AMPHIBIOUS TRANSPORTER
The Amphibious Transporter is quite slow, but well-armored. It is used to carry Drones across water to locations where they may not have been able to travel previously.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: DRONES

### DEVASTATOR
No intelligence available.

### HOVER TANK
The Hover Tank may be light on armor and firepower, but its hover system gives it an admirable turn of speed coupled with the ability to traverse terrain other tanks would find impassible.

PRIMARY WEAPON: TWIN LASERS
SECONDARY WEAPON: NONE

## NORAD FACILITIES

### CLONING FACILITY
A working Cloning Facility can use genetic technology to produce an unlimited army of men.

### HELICOPTER PAD
A Helicopter Pad serves as a friendly landing place for choppers looking to set down in the heat of battle.

### GUARD TOWER
The Guard Tower provides a principal line of defense. Offering good visibility and modest weaponry, it is essential for any well defended base.

### LASER OUTPOST
A logical step up from the Guard Tower, the Laser Outpost offers completely automated ground and airborne defense capabilities. Any enemy units straying into range will be attacked with high-power lasers.

### ANTI-MISSILE TURRET
Primarily intended for shooting down "Cruise" and "Scud" missile types, the Anti-Missile Turret also does an admirable job of destroying flying enemy units.

### COMMAND CENTER
The Command Center plays a vital role in any campaign. It is from here that battles are coordinated. Hacking for power-ups is also possible at these facilities.

### RADAR STATION
The Radar Station is an early-warning system designed to pick up and track enemy aircraft within a significant radius. The radar station is relatively weak and relies on protective forces.

## WOPR FACILITIES

### ROBOT MAINTENANCE FACILITY
The Robot Maintenance Facility is where damaged Drones are brought for repairs.

### LANDING PAD
The Landing Pad is an essential center of activity for any base. It is around here that any ground units will gather.

### HANGAR
The aircraft Hangar serves as a base for airborne units.

### DOCKS
The Docks are where the majority of sea-based vehicles can be found.

### DEFENSE POST
Defense Posts are often constructed as an initial line of defense for a base or other battlefield structure.

### LASER TURRET
The Laser Turret offers completely automated ground and airborne defense capabilities. It will automatically attack any enemy units within range with its high-power lasers.

### SAM TURRET
Armed with high-velocity, multiple-launch SAM missiles, this automated defense system is invaluable against enemy aircraft.

### COMMAND CENTER
The Command Center plays a vital role in any campaign. It is from here that battles are coordinated. Hacking for power-ups also takes place at these facilities.

### LISTENING POST
The Listening Post is an early-warning system designed to pick up and track enemy aircraft within a significant radius. However, it is relatively weak.

### MISSILE SILO
The Missile Silo gives WOPR forces long-range ground-attack capabilities. These missiles are relatively slow, but if they hit the target unit, it has little chance of surviving.